

ATELIER IRIS 2

THE AZOTH OF DESTINY

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

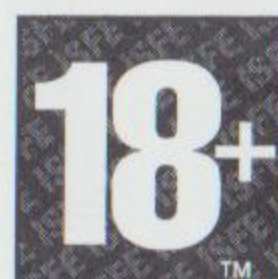
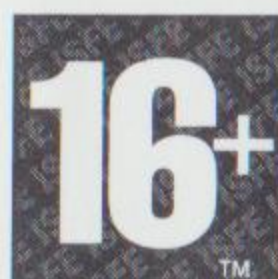
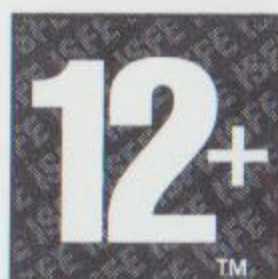
PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-



The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit <http://www.pegi.info>

SLES-54385

1 Player • Memory Card (8MB) (for PlayStation®2) : 380KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

Atelier Iris 2: The Azoth of Destiny © 2006 GUST Co., Ltd. All rights reserved. Licensed to and published by KOEI Co., Ltd.

Library programs © 1997-2006 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by KOEI Co., Ltd. Developed by GUST Co., Ltd.

✦ STORY ✦

The World of Eden, a paradise free of war and strife, populated by alchemists and Mana spirits. But, when a crisis cripples Eden, two orphans answer the call to restore the land. Felt volunteers to go to the mysterious world of Belkhyde to investigate. Meanwhile, Viese puts her alchemy skills to work in order to aid Felt on his journey. Over the course of his investigation, Felt befriends the locals and joins them in their fight against tyranny.

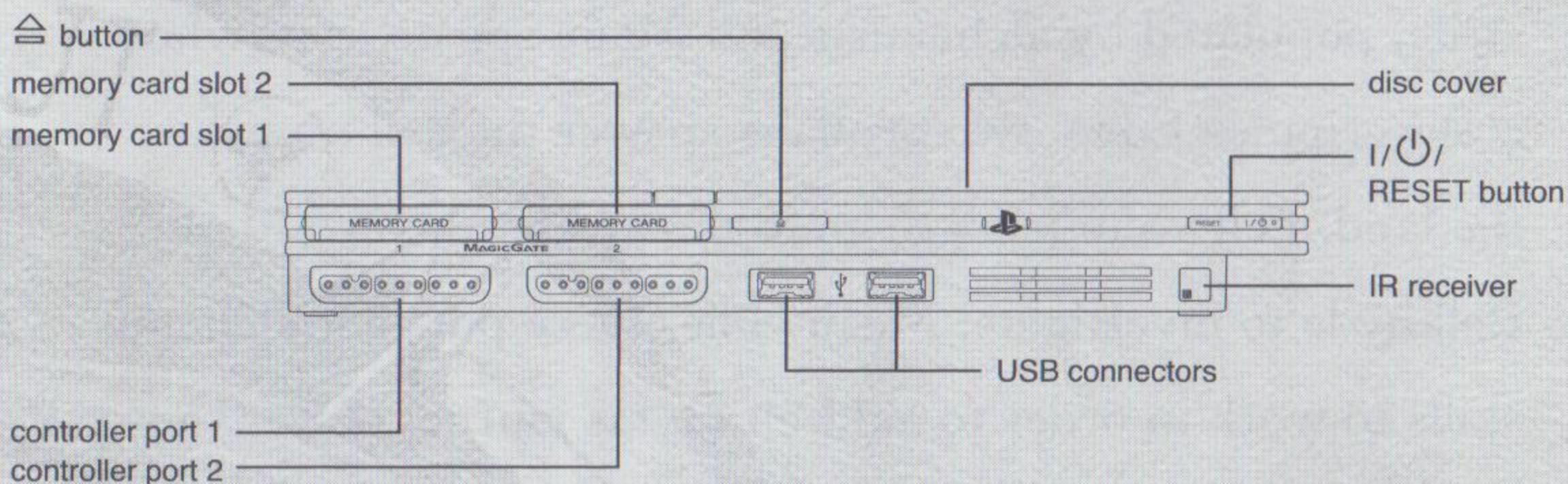
● CONTENTS

Contents	.01
Getting Started	.02
Starting Up	.03
Characters	.04
Starting the Game	.05
Saving and Loading	.06
Dual Scenario	.07
World Map View	.08
Field Map View	.09
Item Synthesis	.12
Menu Screen	.14
Battle System	.17
Notes	.20
Limited Warranty (Australia & New Zealand)	23
Limited Warranty (UK & Europe) ...	.24



Getting Started

いんあ:きんあ:



Set up your PlayStation[®]2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the △ button and the disc tray will open. Place the **Atelier Iris 2: The Azoth of Destiny** disc on the disc tray with the label side facing up. Press the △ button again and the disc tray will close. Attach game controllers and other peripheral, as appropriate. You are able to select between PAL or NTSC-capable displays (60hz) at start-up. Choose which setup you prefer and select Start Game. You may also test to see whether your TV supports NTSC mode or not by selecting Test NTSC. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation[®]2) before commencing play.

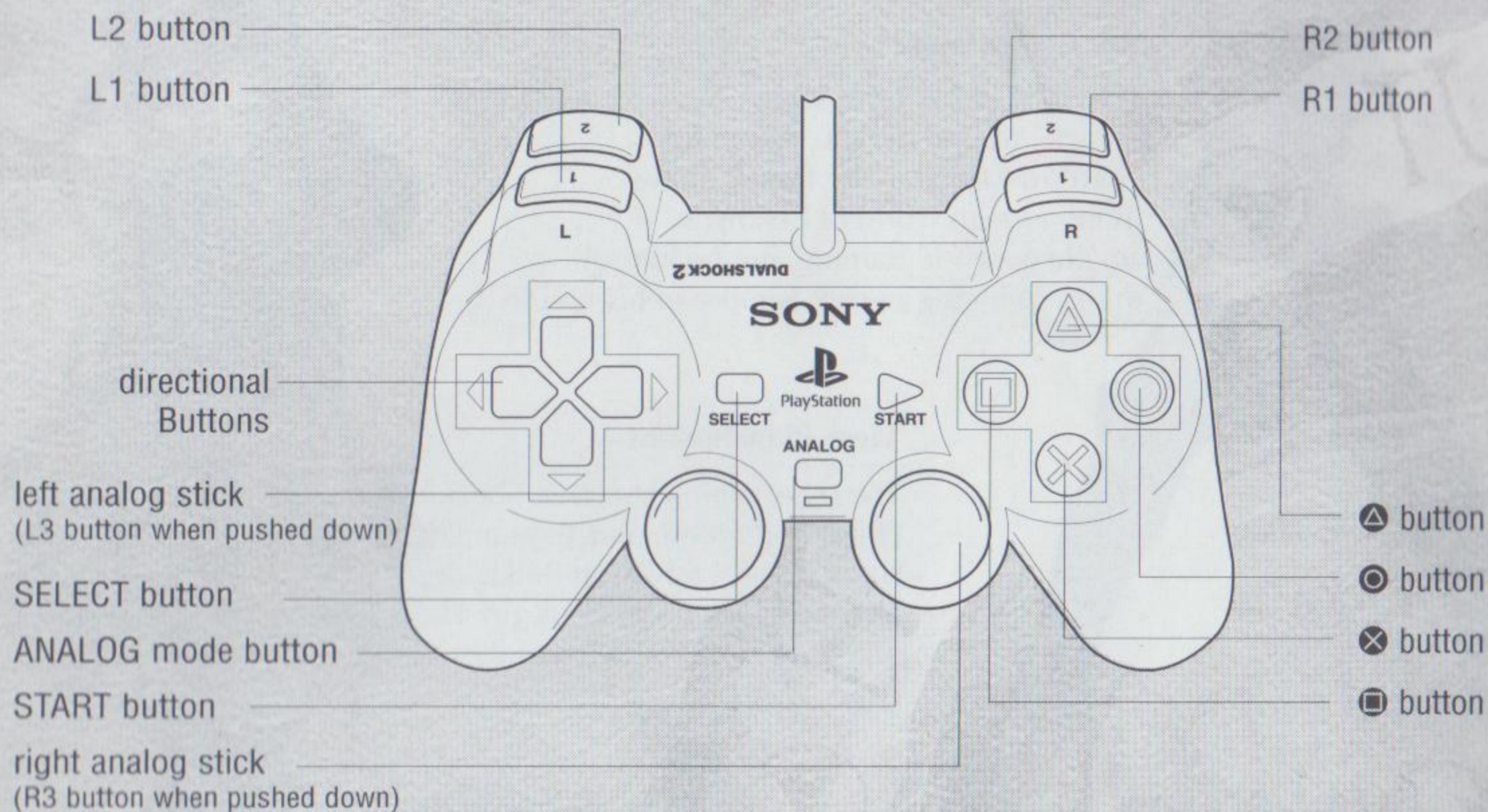
Memory Card (8MB)(for PlayStation[®]2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation[®]2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card (8MB) (for PlayStation[®]2) or any memory card (8MB)(for PlayStation[®]2) containing previously saved games.

Starting Up

!N!:*!x!

Analog Controller (DUALSHOCK®2)



*This game requires the use of one analog controller (DUALSHOCK®2).

*This game supports the vibration function. To turn this on or off, use the Options menu.

*When in ANALOG mode, the mode indicator will turn red.

MENUS

Directional Buttons & left analog stick : Move Cursor

- × button : Confirm
- △ button : Change Character View
- button : Fast Scroll
- button : Cancel

FIELD MAP

Directional Buttons & left analog stick : Move Character

- × button : Action Button
- △ button : Open Command Menu
- button : Elemental Extraction
- button : Jump

WORLD MAP

Directional Buttons & left analog stick : Move Character

- × button : Enter Area
- △ button : Open Command Menu

BATTLE VIEW

Directional Buttons & left analog stick : Move Cursor

- × button : Confirm
- △ button : N/A
- button : N/A
- button : Cancel

Characters

：ノハ：*v*



Felt Blanchimont

The main hero of this story. In order to find out the reason for Eden's destruction, he travels alone to the foreign world of Belkhyde. An alchemist in training, but he himself thinks swinging swords is more in his nature.



Viese Blanchimont

The other main character. She is Felt's childhood friend, and stays in Eden to support Felt's travels in Belkhyde. She meets the mysterious girl Iris in Eden, and develops motherly emotions for her.



Poe

A fairy who lives in Eden. He ends up in the foreign lands of Belkhyde one day. Falls in love with Viese at first sight.



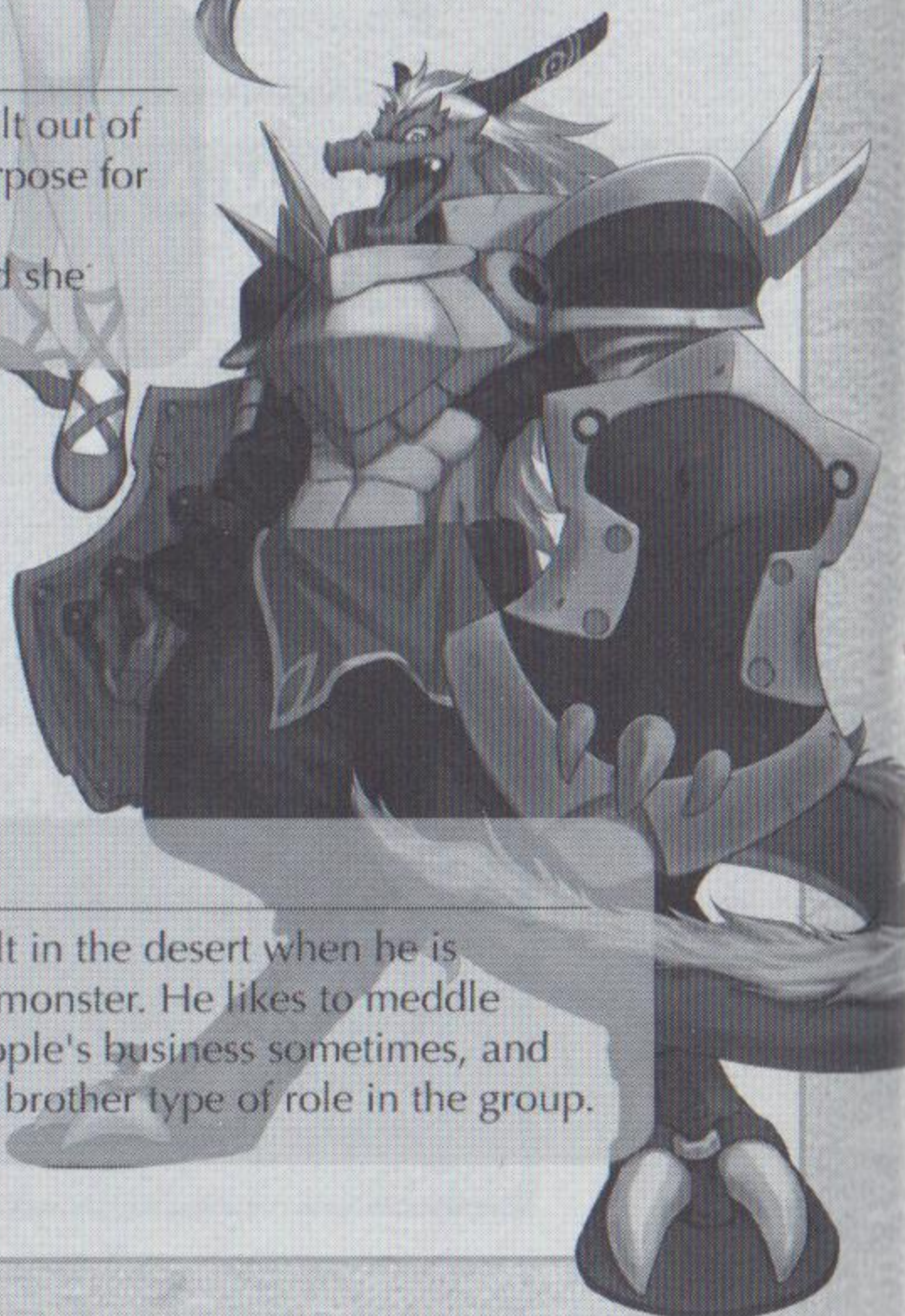
Fee

A mysterious girl who attacked Felt out of nowhere. It seemed she had a purpose for the assault. But eventually the misunderstanding is removed, and she becomes a part of Felt's group.



Noin

A member of the anti-empire organization, Simsilt. Rescues Felt, who had fainted in the desert. This started Felt's involvement in the battle against the Empire.



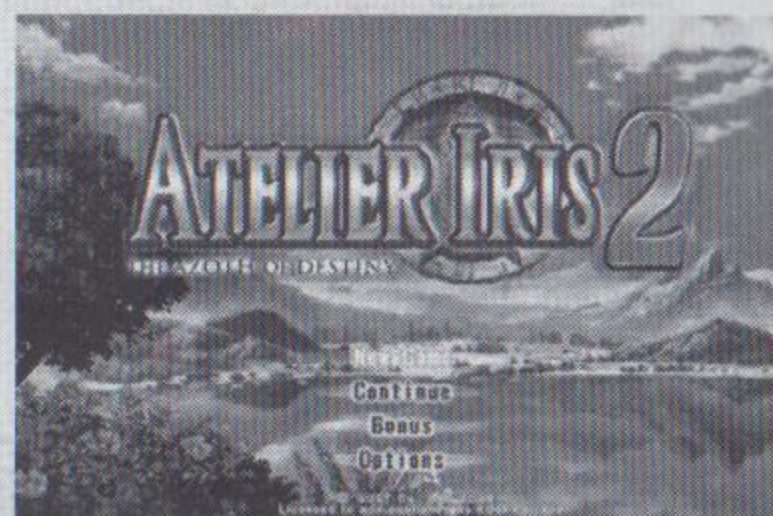
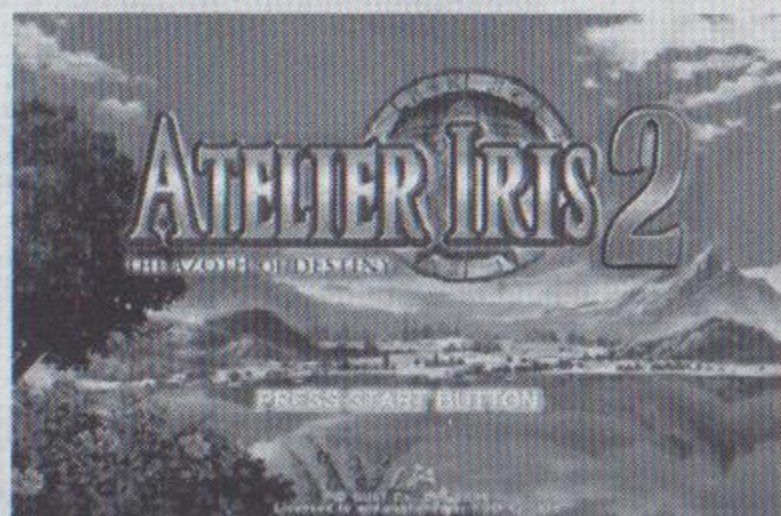
Gray

He rescues Felt in the desert when he is attacked by a monster. He likes to meddle with other people's business sometimes, and takes on a big brother type of role in the group.

Starting the Game

：ノハ：*v†.

When you turn on your console, please insert the disc. After the opening sequence, press the START button. You may also skip the opening movie by pressing the START button.



N E W G A M E

New Game

Select to play the game from the beginning.

C O N T I N U E

Continue

Select to play a previously saved game. Use the directional buttons to select a game, then press the  button to confirm.

* This game requires a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1 of your console.

B O N U S

Bonus

You may unlock bonus features by completing the game.

* This feature requires that you have a completed game saved on a memory card (8MB)(for PlayStation®2) in memory card slot 1.

O P T I O N S

Options

Change options affecting game play.

Text:	Selects the speed at which the messages are displayed in the message window.
Vibration:	Turns controller vibration on and off.
Voice:	Turn the dialog sound on or off.
BGM:	Adjust the sound volume.
Sound:	Choose from Stereo, Dolby Digital 5.1, and Dolby Pro Logic II
Language:	Choose the language for the voice overs.

Saving & Loading

：＼＼：＊＼＼

To save in this game, press the **X** button at any game diary in the Field View. Continue by choosing "Continue" at the title screen.

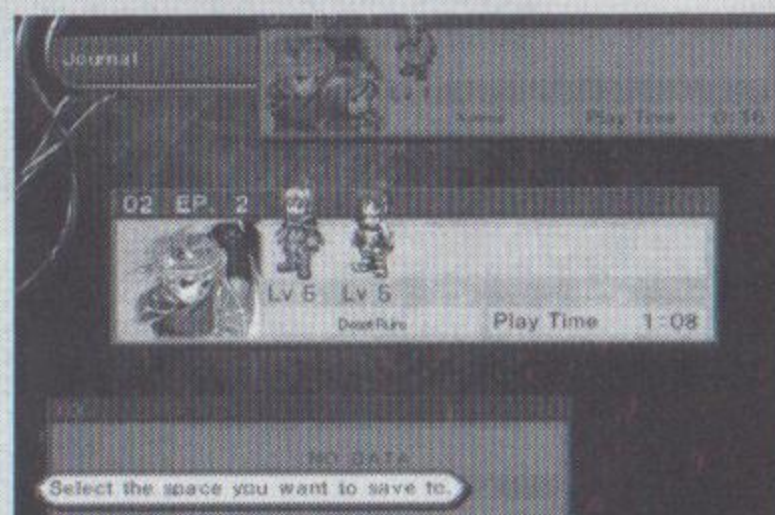


S A V E

Saving Game Data

Selecting "Save" will bring up the Save Menu. From here, select the location you want to save and press confirm to save. Use the Up and Down directional buttons to scroll through your records.

*When saving for the first time, please make sure that you have a memory card (8MB)(for PlayStation®2) with 380KB of free space. You can save up to 12 games in that block.



L O A D

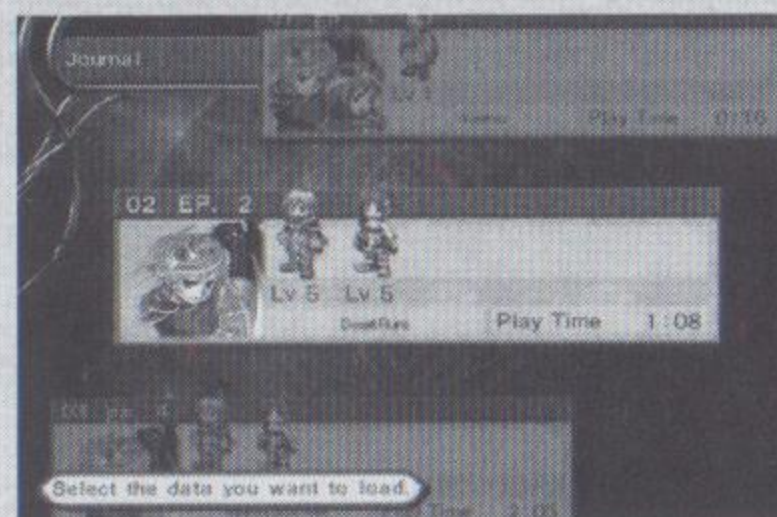
Continuing your game

Select "Continue" from the title to access the Load Menu. Select the data you wish to continue from and press confirm.

* To save and load in this game, you must have a memory card (8MB)(for PlayStation®2).

* Please make sure your memory card (8MB)(for PlayStation®2) is in MEMORY CARD slot 1 of your console. You will not be able to save or load from MEMORY CARD slot 2.

* While saving and loading, please do not power off or reset your console, or remove your memory card (8MB)(for PlayStation®2). Doing so will corrupt your data.



D O L B Y D I G I T A L

Setting up Dolby Surround Sound

This game is presented in Dolby® Pro Logic® II surround sound with Dolby® Digital cinematics.

Connect your PlayStation®2 to a sound system with Dolby Digital surround sound using a digital optical cable. DIGITAL OUT (OPTICAL) should be activated on the PlayStation®2 system settings when using a digital optical cable. Your sound system will automatically detect Dolby Digital during select movie scenes and Dolby Pro Logic® II during gameplay. If not, please refer to your sound system's instruction manual.

You may need to enable Dolby Digital and / or Dolby Pro Logic II in the audio options menu of the game. The audio from the analog stereo cables of the PlayStation®2 may be disabled during Dolby Digital.

Dual Scenario

：アハ：*v*

This game features a unique dual scenario situation, where you can switch between two main characters in order to proceed in the story.



Chapter Breakdown

Chapter 1

Both main characters united



Chapter 2

Felt's Chapter



Chapter 3

Viese's Chapter



Chapter 4

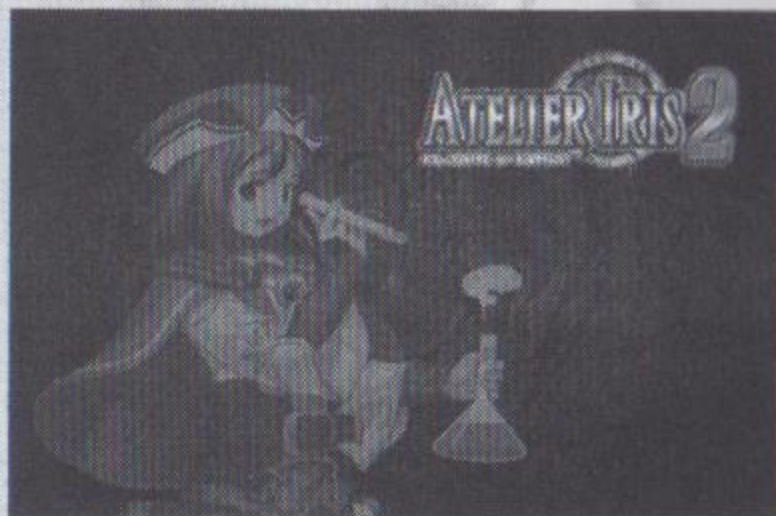
Felt's Chapter



S W I T C H

Switching Between Characters

You can switch between characters anytime! Just locate a character changing point (P10), and select "Switch." Viese does the alchemy, and Felt searches for ingredients.



World Map View

ニハ:キ:

Traveling from towns to dungeons is done in this view. Use the directional buttons or the left analog stick to move your character. There are no battles in this view.

Pressing the  button now will take you to the named location.



The dots show the path to other places on the map.

T O W N / D U N G E O N S

Entering Towns and Dungeons

Towns and dungeons on the world map are shown with icons. The names of the location you are at and the locations near you are shown. Pressing the  button on a location will take you into the Field View.



Field Map View

：Dh：*v*

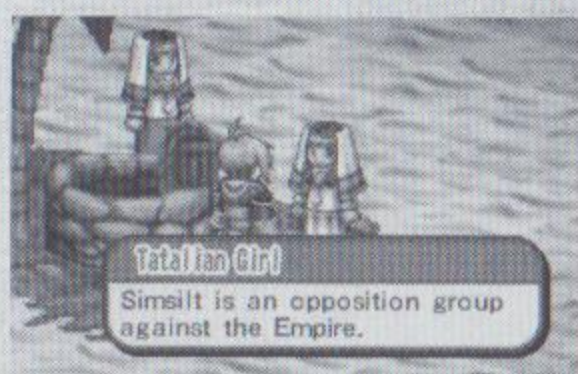
When you enter a town or dungeon, you enter the Field Map. The directional buttons and left analog stick move your character. You can talk to people, buy items, and find items in this view. You can also battle enemies in dungeons.



T A L K / S E A R C H

Talking, Searching

While facing people on the street, press the **X** button to talk to them. Walk up to the counter to talk to the store clerks. You can also open treasure boxes and search in barrels by pressing the **X** button while facing them.



Talking



Searching

D A S H

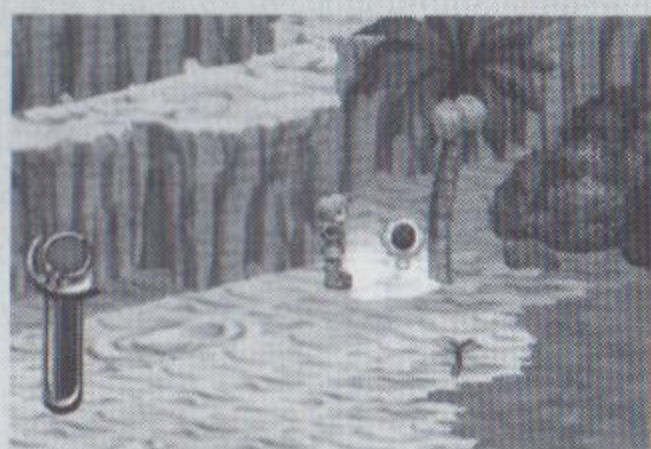
Dashing

You may run by moving the left analog stick or pressing the directional buttons.

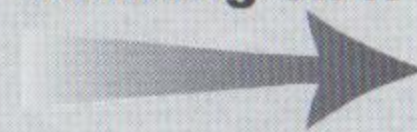
C A M P C I R C L E

Camp Circle

On the field you will often find "Camp Circles." When you press the **X** button while standing on them, you will enter your tent. In here you will find a game diary where you can save your game progress. You can also talk to your party members and prepare for your next battle.



X button while
standing on it



Going outside



Field Map View

：ノハ：*Vt

A C T I O N S

Actions



Jump

The first action that you start with, allows you to reach higher areas.



Elemental Extraction

Press the  button for elemental extraction. You can extract the mana power from items around the world to use in synthesis.

G A M E A C T I O N S

GAME ACTIONS

Around the field you will often find objects where you can press the  button. If you have the appropriate item, you can interact with it. You can use these actions to gain items to synthesize more items and continue with the game.



Sprouts and Plants

Once you synthesize "Wonder Grow" type items, you can use them on plants to generate new items. There are even plants which you can take from sprouts to plants to bushes.



Ore Deposits

Using a "Flay Hammer" or a "Flame" type item will either get rid of annoying rocks or get you new items.



Stone Lithographs

Use the "Rainbow Cloth" to read words that you cannot understand.



Grappling Hook

Using the "Grappling Hook" can get you to high places you couldn't get to before.

F A C I L I T I E S

Facilities

There are various facilities around towns where you can buy items or rest. Here is a short explanation on how to use these facilities.

Base

Viese and Felt each have their own base. Viese's is her atelier, and Felt's is in his camp. In it you will find a save book and can speak with your party members. In addition, you will find the following functions in your base.



● Full HP heal

* Entering your base will fully heal your characters, but it also resets the "Encounter Gauge"(P11)

● Switch Main Characters, Save and Load games

* In the Game Diary, you can choose from Save, Load, and "Switch."



Field Map View

∩h:✱v✱



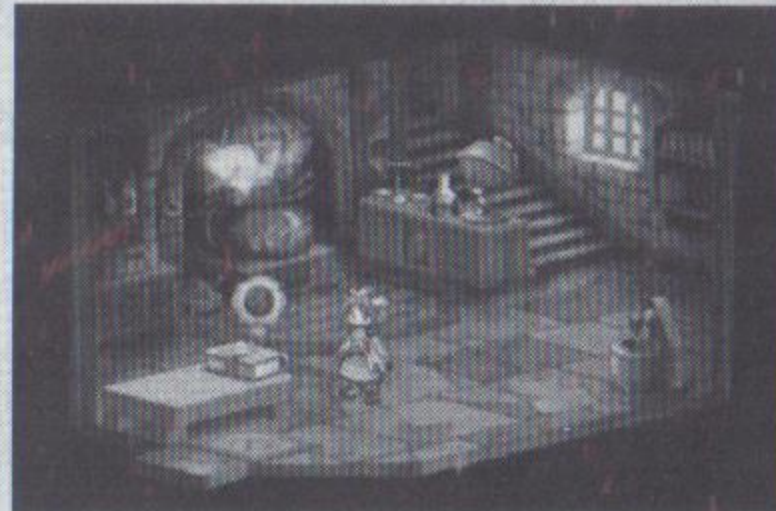
● Weapon Synthesis (Felt)

✱ During the game, press the ✕ button in front of the anvil.



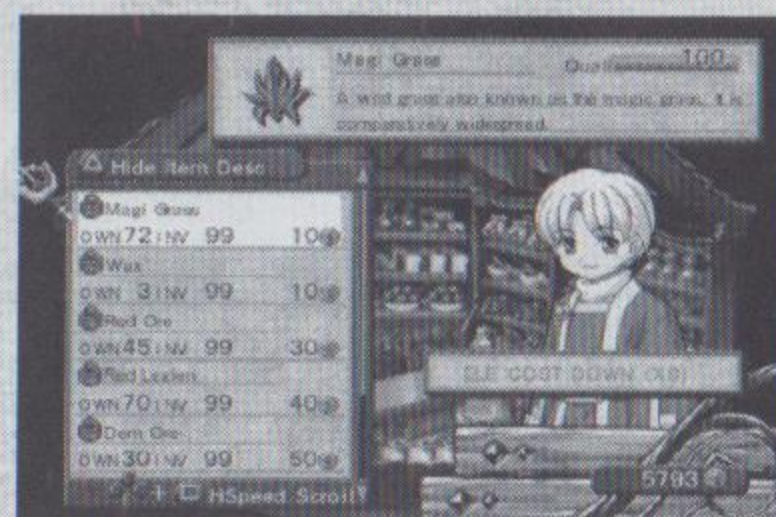
● Item Synthesis (Viese)

✱ Press the ✕ button in front of the cauldron.



Tool and Item Shops

When in town, all you have to do is talk to the shop owners across the counter to buy tools and accessories. Every town has different items, and the inventory changes as time goes on so check back often. Moreover, there are members of the Zwital Merchants Association in Belkhyde who specialize in trading. When you speak to these people, you can trade with them.



● Buy Items

Select what merchandise you wish to purchase from the shop's inventory.

● Sell Items

Select the items you want to sell from a list of your inventory. Basically the same as buying items.

E N C O U N T E R

Encounter Gauge

When traveling around the field, you can gauge when a random encounter will occur. While traveling, the gauge will change color from blue → green → yellow → red, depending on how imminent the battle is. The amount of enemies left in the area is depicted by how full the gauge is. When the gauge empties, there are no enemies left in the area.



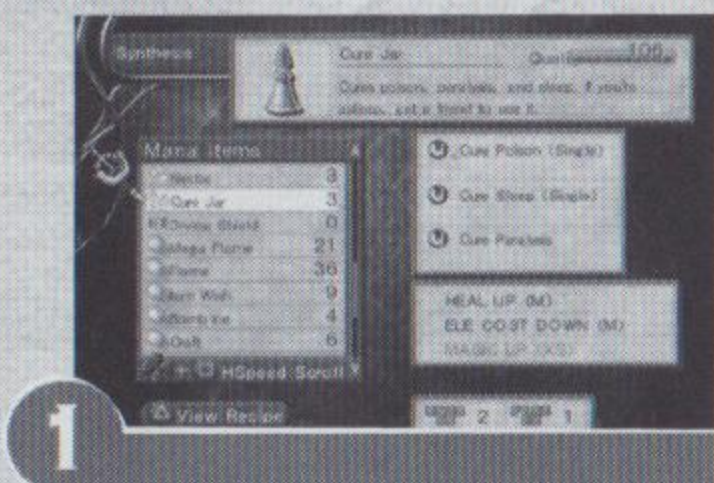
Item Synthesis

：アハ：*v*

Property Reviews

Item Synthesis (Viese)

As a True Alchemist, Viese has the ability to combine items. Furthermore, she can take advantage of all the materials, items, and recipes that Felt has passed through the Share Ring. Item synthesis requires recipes. You cannot make an item without its recipe.



Select the item you wish to synthesize from the item list. The items to the right of the list are the materials used for the synthesis.



When you open the item synthesis menu, you have three options: "Substitute Materials," "View Property Reviews," and "Synthesize."

* If you don't have the materials for the recipe, you cannot synthesize the item.



Switch items

You can change the items you use in a recipe. Exchanging items can give different properties to an item, and in some cases create a completely new item.



Start Synthesis!

If items have the same review card, it will be upgraded. However, you can only have up to 4 review cards.



Item complete

Synthesized Mana Items will automatically be initialized.



Initialize

After you initialize an item, you can easily duplicate it.

Property Reviews

Every Harvested Item has at least one Property Review, such as "Increased Effect Radius." That is the extra effect of that item. By using items with property reviews for synthesis, you will be able to create items with other effects in addition to the original effect of the item itself. You can have up to 4 property reviews on one item, and combining items with the same property reviews will enhance the reviews, creating an even more powerful item.

Item Synthesis

・ノハ：*vz

Property Reviews

Weapon Synthesis (Felt)

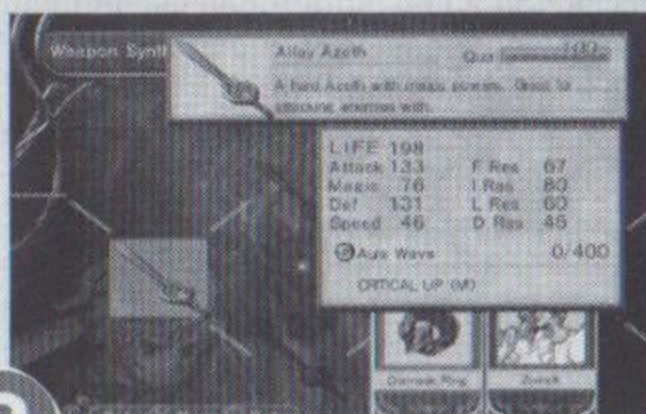
During the game, Felt will gain the ability to do weapon synthesis. With this ability, he can use the items that Viese synthesizes with Mana to strengthen his party members' weapons.



1

Refine Mana Crystal

Select the character whose weapon you wish to strengthen. Then select the weapon you wish to synthesize.



2

Add to weapon

Select the weapon you wish to synthesize from the weapon tree. You can make any weapon on the tree as long as you have already made the one before it.



3

Combine Mana Crystal

Begin mixing the materials. The weapon will possess the property reviews of the item you mixed with it.

You can remake any weapons you have made before.

Secret Factor

As the story progresses, you can use the "Secret Factor."

Secret Factors are skills you can learn from Felt's synthesized weapons or Viese's synthesized items.

Learning Skills

Skills are acquired through obtaining Skill Points (SP) through battles. After you have mastered a skill, you will retain it even after you have unequipped the item. For a skill, should you continue using a weak item until you learn it? Or should you equip a stronger item with a worse skill? It's up to you on how you wish to develop your characters.

Menu Screen

：ノハ：*v+

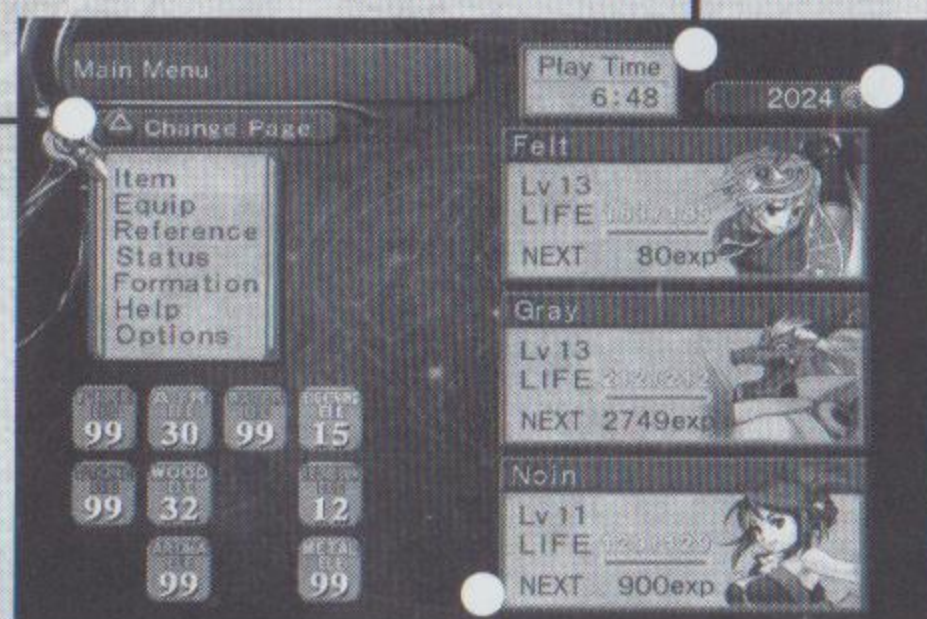
From the menu you can use and create items, equip weapons and accessories, and change various configurations. To access the menu, press the **△** button from the world or field map.

M A I N M E N U

Main Menu

Commands

* See pages 15-17.



Current total play time.

Current money.

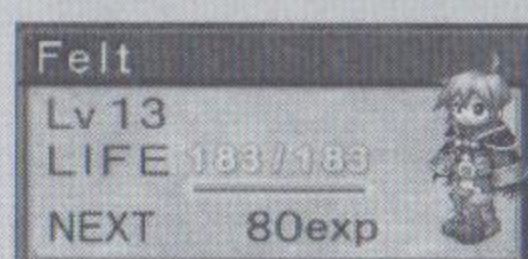
Character Window

A simple summary of the character's status. To change the display type, press the **△** button.

Character Window



The **△** button



Lv : Current Level
LIFE : Current HP status
NEXT : Amount of EXP needed for next level

M A I N M E N U

Command: Item

Mana Item

Displays all battle and field items.

Pressing the **△** button displays the current item's recipe.

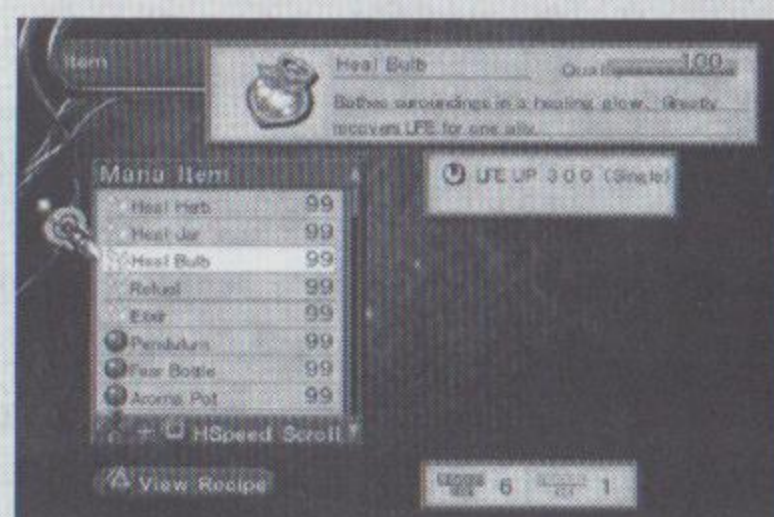
Selecting and pressing the **×** button will also allow you to use the item or synthesize more.

Use

Use the selected item. In the case of a recovery item, select the target after you select "Use."

Mana Synthesis

Synthesize any initialized mana items using elements. If you have the required elements, you can easily synthesize any mana item you need.



Menu Screen

!Nh:*v!

Accessory

Displays the accessories in your inventory. On the accessories that Viese created, you can press the  button to display the recipe with which it was made. You can also equip an accessory by selecting it and pressing the  button.

Alchemy Item

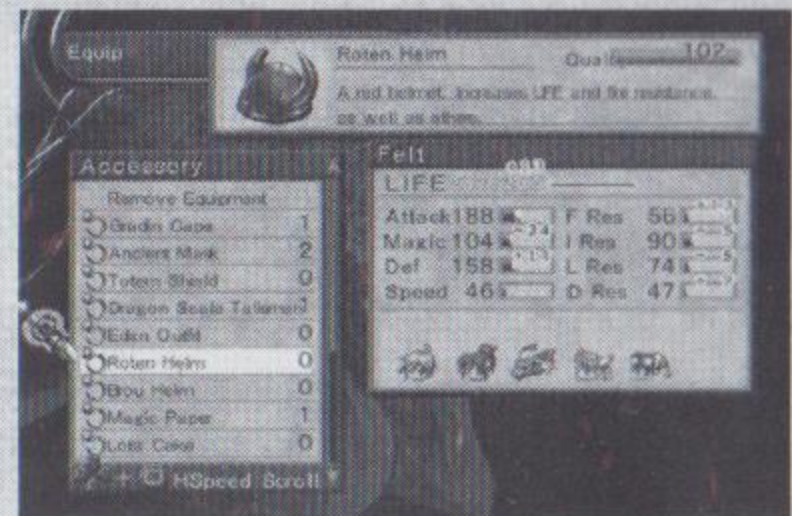
Displays the items that Viese synthesized. Pressing the  button displays the recipes used.

Harvested Item

Displays items that you have found.

Key Item

Displays story related and other important items.



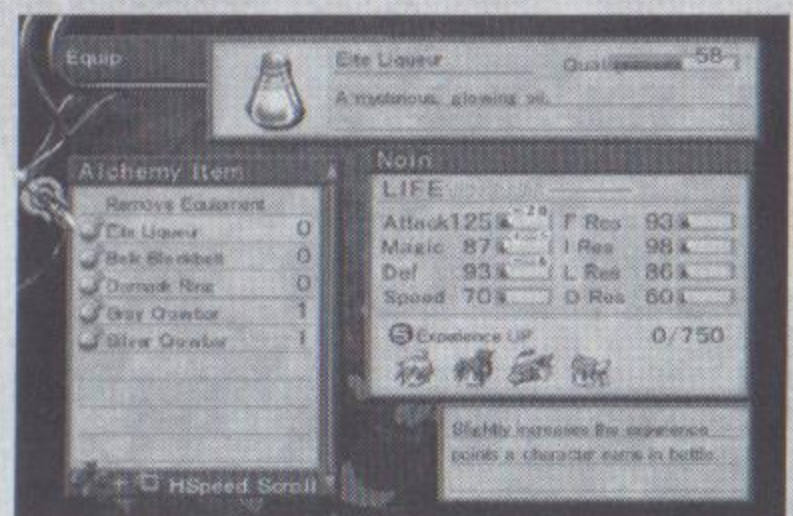
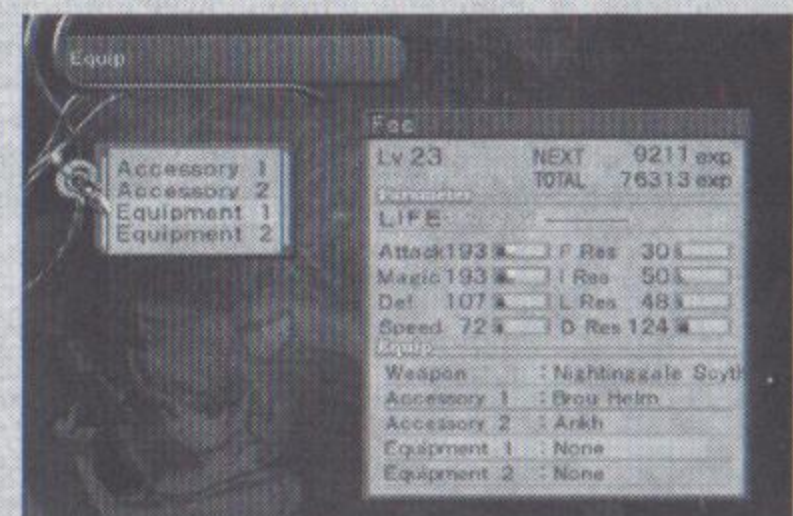
E Q U I P M E N T

Command: Equip

In the equip menu, you can equip up to two (2) accessories. Equipping accessories will grant you increases to your stats.

Synthesized Item

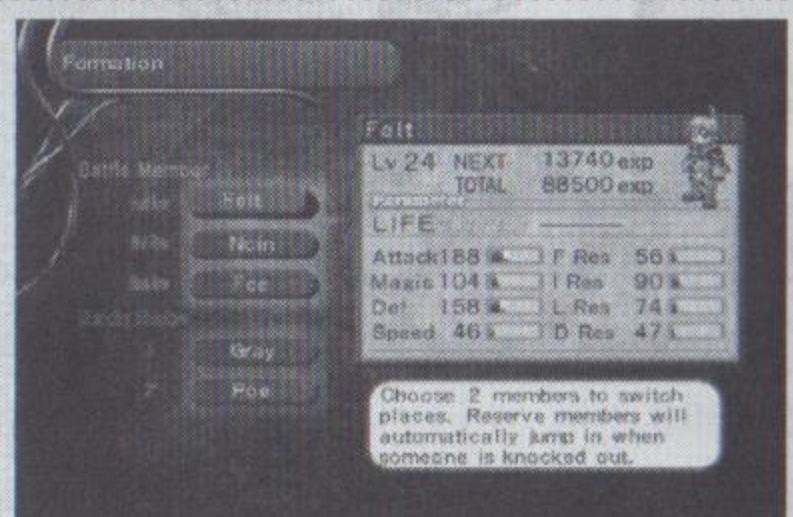
After activating the secret factor, you can also equip up to 2 synthesized items. Equipping these items will allow you to learn various skills. To check what skills you can learn, check the right window.



F O R M A T I O N

Command: Formation

Change your party's formation (front, middle, and back). You can only have three (3) characters battling at once, however you can arrange the order in which characters will be replaced should any fall during battle.



Menu Screen

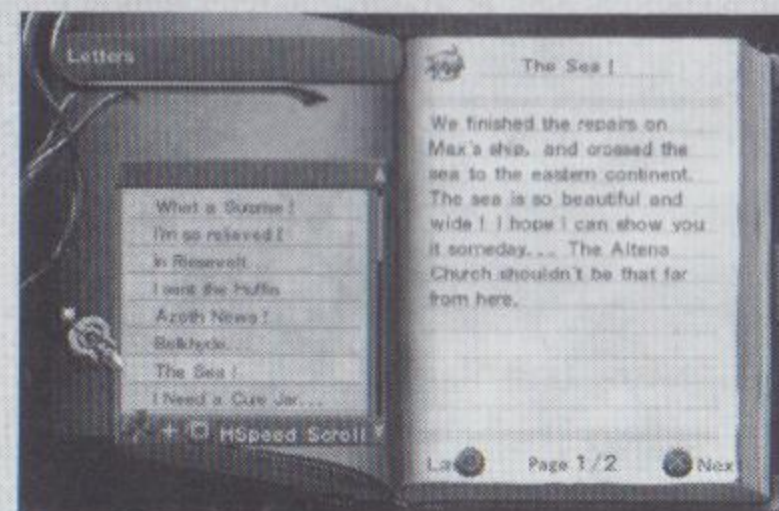
!Nh:*lt.

R E F E R E N C E

Command: Reference

Letters

In the game, you can read through the correspondences between Felt and Viese. This can provide you insight into where you need to go and what you need to do at that point in the storyline.



Item List

View information on all items you have collected.

Skill List

View all skills you have practiced and learned.

Monster List

View all monsters you have defeated.

People List

View profiles of all major characters you have met.

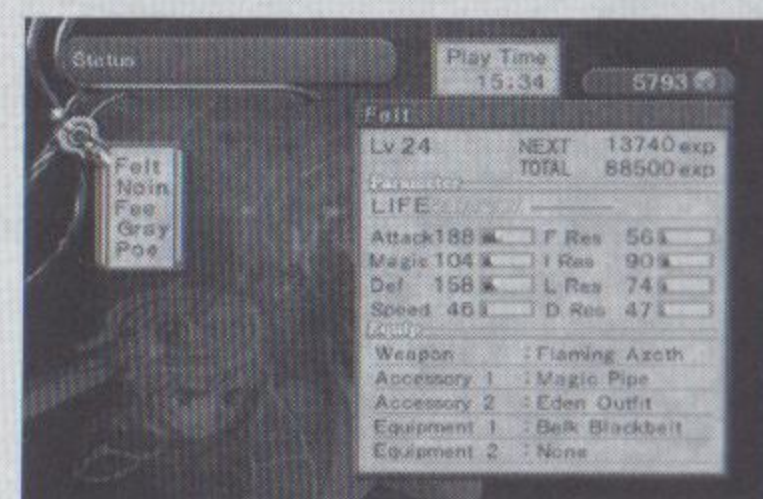
Review List

View all of the reviews for items you have received.

S T A T U S

Command: Status

Allows you to view your party member's status. You can also view their weapon and skill status.



H E L P

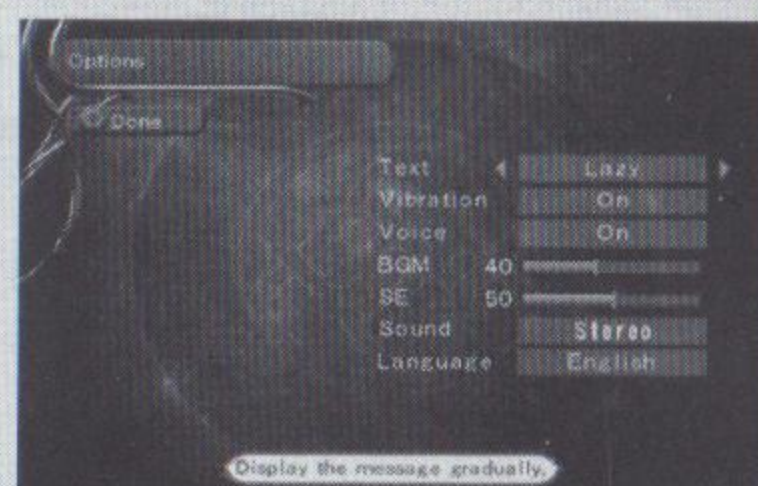
Command: Help

Allows you to view in-game help. You will gain more help files as the game goes on, so it might be beneficial to read them sometimes.

O P T I O N S

Command: Options

Edit the game play options. This command gives you the same options as the "Options" command from the title screen. Please refer to page 5 for details.



Battle System

：No：*v+

When you meet enemies in dungeons and field maps, you will be taken to the battle view. Here, we will explain the menus and rules of engagement.

BATTLE STATUS

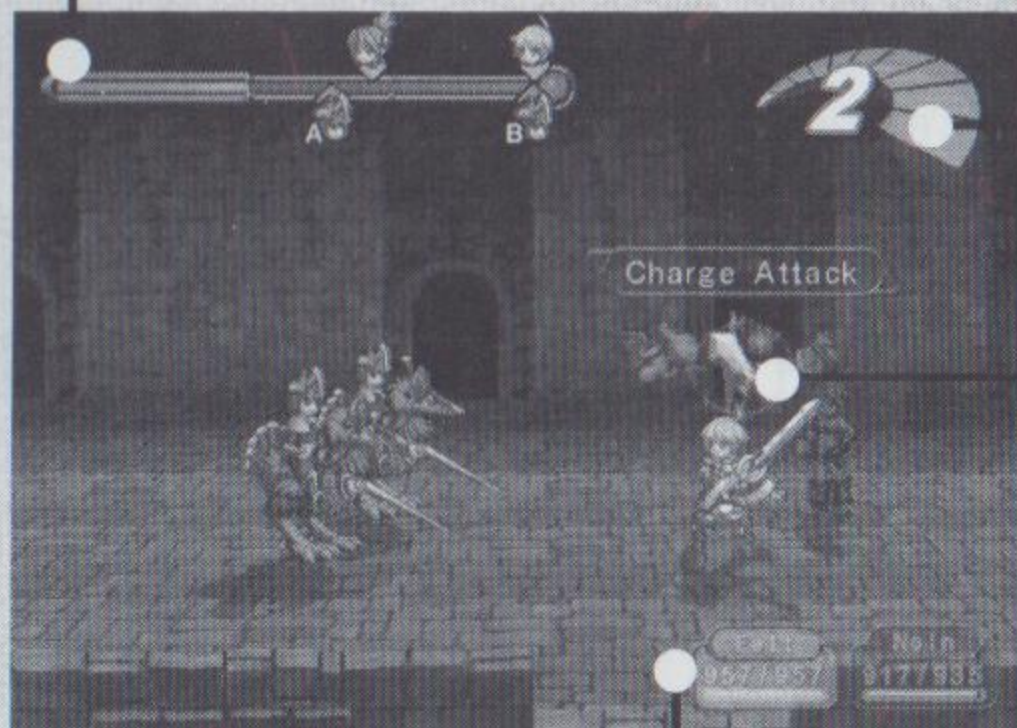
Battle View

ACTB Bar

Allows you to see the order in which characters and enemies will go. Move order goes from left to right, and if a character's icon is knocked into the far left, they will be unable to move.

Battle Status

Displays the status of the characters currently battling. Starting from the leftmost character, it displays their name, and current life/maximum life.



Skill Gauge

Skills require the use of this gauge. It charges when you use a charge attack or when you get hit.

Battle Commands

Allows you to select and confirm commands of your character (the character currently highlighted by the target icon).

Battle Commands

When it is your character's turn, you can select from a variety of commands. Depending on the situation, there may be commands that you cannot choose.



Charge Attack

Attack the enemy with your weapon.



Break Attack

An attack designed to disrupt enemy turn order. You are also able to break an enemy when they are in the orange area of the ACTB bar.



Item

Use an item from your inventory. Select an item from the item selection window to use.



Skill

Use a character's special skill. Select a skill from the skill window to use.



Mana Synthesis

Unique to Felt, this skill allows you to generate and use mana items on the fly by borrowing a mana's power.



Run

Run away from battle. There is a possibility of failure. Also, when fighting boss characters this command will not be displayed.



Change

Select this to switch characters in the middle of battle. Characters switched in like this can act immediately.



Defend

Selecting this puts your character in a defensive pose, allowing your character to withstand more damage.

Battle System

R U L E O F B A T T L E

Rules of the Battlefield

The battle is ended when either all of the enemies are defeated, or all of your party members are dead (LIFE = 0).

Victory

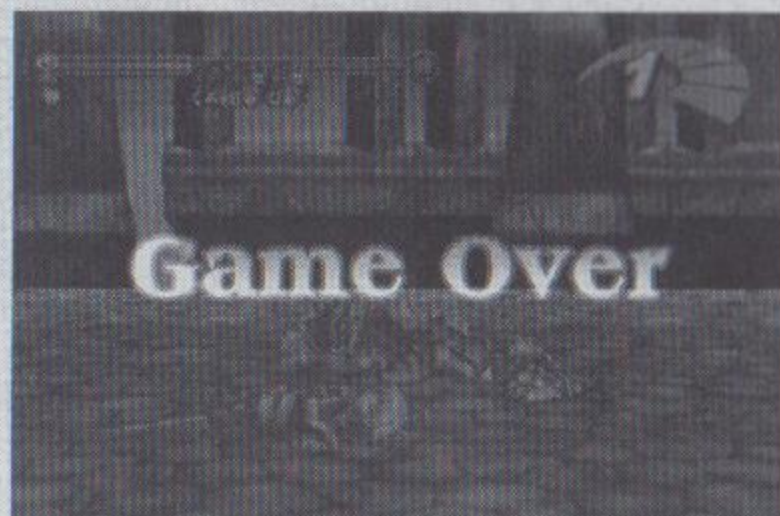
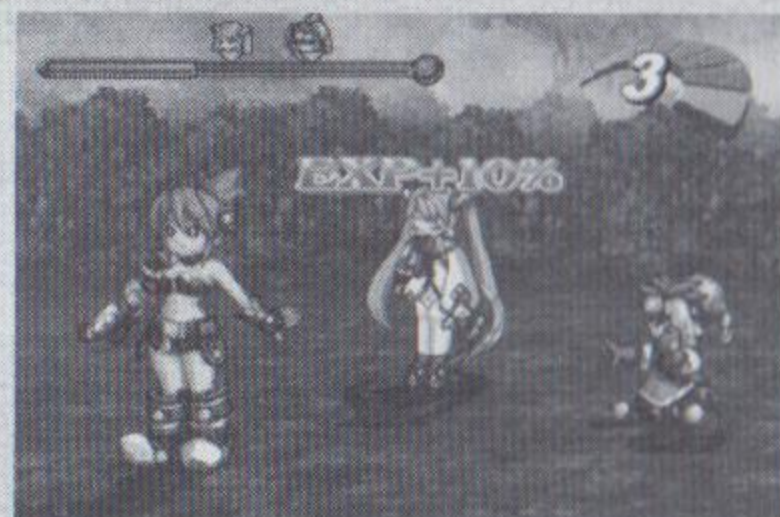
Victory is achieved by defeating all the enemies in an encounter. When you win, you gain experience, Cole (money), and occasionally items.

* Defeated characters only get half experience after battle.

After battle, the battle results screen will show information on your acquired experience and money. When a character levels up it will display "LEVEL UP." Also, it will announce when a character has mastered a skill.

Game Over

It is Game Over when all of your characters' Life becomes 0.



A C T I V E C O S T T I M E B A T T L E

Active Cost Time Battle

Rather than using a turn based battle system, this game uses an Active Cost Time Battle System. Other than preparation for your action, the battle goes on in real time.

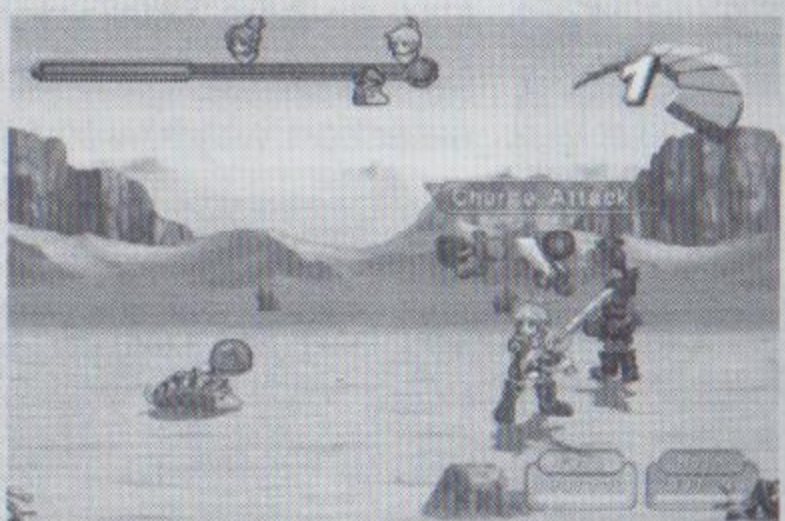
ACTB Bar

Character order is determined by their position on this bar. Character icons can start at any point in the bar and proceed toward the right. When the icon reaches the red ball at the end of the bar, it is their turn to act. The movement speed is determined by each character's speed. Furthermore, when a character is hit by a break attack their icon will be shifted left, thus slowing them.



Break System

The "Break Attack" attempts to push enemies back into the orange section of the ACTB bar. When an enemy is put into the broken status, you will see the amount of hits and damage that you deal. The more damage and hits that you deal, the more experience bonuses you will receive!



Skill Gauge

When you hit an enemy with a "Charge Attack" or get hit by an enemy attack, your skill gauge will increase. The skill gauge is necessary for all the skills that your party has.

* "Charge Attacks" let you use your skills and "Break Attacks" let you do chains, so plan out your strategies!



Battle System

ノックアウト

S K I L L S

Skills

An introduction to the skills you can use in the beginning. These skills can be used by equipping weapons. You can also master skills by accumulating skill points (SP).

Character	Skill Title	Description
	Mana Strike	Attack a single enemy with a mana charged blow.
	Mana Wave	Attack a group of enemies using the Azoth.
	Strike Edge	Several attacks within a single moment with the Azoth.
	Force Blast	A powerful aura blast, hits through enemy defense.
	Combo Attack	Knocks the enemy into the air then slams them down again.
	Heal Breeze	A gentle breeze heals all allies a little.
	Holy Blade	A holy blade that deals a lot of damage to enemies with high dark resistance.
	Twin Dragon	Combo attack with both a sword and shield.
	Fire Breath	Deals fire damage to enemies
	Air Slicer	Combines her two scythes and attacks like a boomerang.
	Divine Drain	Drains enemy attack power and increases her own.
	Divine Stun	Upgraded break attack
	Funny Bullet	Special bullet that damages and gives enemies random status effects.
	Poe Dynamite	Blows the enemy up with dynamite
	Poe Missile	Attacks a group of enemies with carpet bombing.

S T A T U S E F F E C T S

Status Effects

During battle, character status can be affected through special attacks and items.



Poison

For a period of time you will take some damage every turn during battle.



Sleep

Causes the character icon on the ACTB bar not to move.



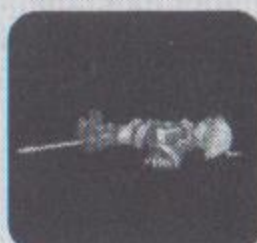
Paralysis

Lowers your damage through attacks and skills.



Curse

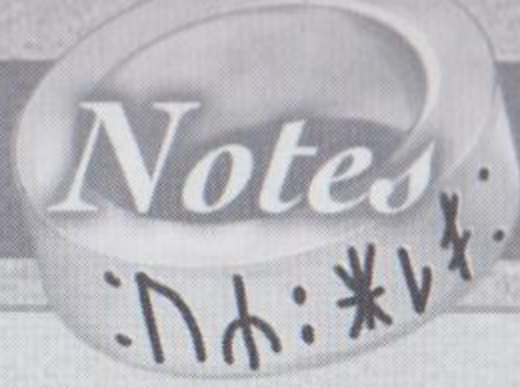
You cannot heal.



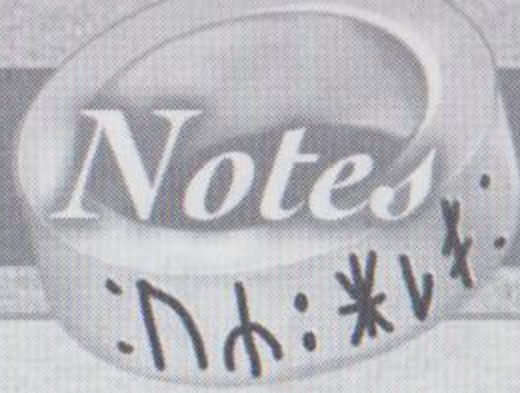
Incapacitated

When your LIFE reaches 0, then you become incapacitated and cannot participate in battle. You will be automatically revived after battle, however you will only get half the amount of experience.

You can heal most of these effects during your turn using items or skills. However, if you leave them, they will have a negative influence on your battle so try and get rid of them as fast as possible.







THQ Limited Warranty

(For product purchased in Australia and New Zealand)

THQ International warrants to the original purchaser of this THQ International product that the medium on which the computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This THQ International software is sold "as is", without express or implied warranty of any kind resulting from use of this program. THQ International agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any THQ International product, postage paid, with proof of purchase, at its Customer Service centre. Replacement of this Game Disc, free of charge to the original purchaser is the full extent of our liability.

Please mail to the address listed below.

Please allow 28 days from dispatch for return of your Game Disc.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the THQ International product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING OR OBLIGATE THQ INTERNATIONAL. ANY IMPLIED WARRANTIES OF APPLICABILITY TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL THQ INTERNATIONAL BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS THQ INTERNATIONAL PRODUCT. THIS IN NO WAY AFFECTS YOUR STATUTORY RIGHTS.

This computer program and its associated documentation and materials are protected by both National and International copyright law. Storage in a retrieval system, reproduction, translation, hiring, ending, broad-casting and public performances are prohibited without express written permission of THQ International.

THQ Asia Pacific
Level 8, 606 St.Kilda Road,
Melbourne, VIC Australia 3004

Technical Support and Games Hotline

1902 222 448

Call costs \$2.48 (incl GST) per minute
Higher from mobile/public phones



Online Product Registration

Win prizes, get bonus downloads, and give your opinions on KOEI products at our official Product Registration site: <http://www.koeireg.com>

Limited Warranty

KOEI Ltd. warrants to the original purchaser that this Game Disc shall be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOEI Ltd. will repair or replace the Game Disc, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card or register at our Official Product Registration site: <http://www.koeireg.com>
2. Save your sales receipt, indicating date of purchase, and the UPC code (barcode) found on the game packaging.
3. If your game is covered under a store warranty, return the Game Disc to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify KOEI Ltd. by calling the Customer Service Department at +44 (0) 1462 476130, between the hours of 9 a.m. to 5:00 p.m., Monday through Friday.
5. If the Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorisation number. Record this number prominently on the outside packaging of your defective Game Disc, enclose your name, address and phone number, and return the Game Disc, POSTAGE PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt and the UPC code (barcode) within the 90-day warranty period to:

KOEI Limited
Unit 209a, The Spirella Building
Bridge Road
Letchworth Garden City
Hertfordshire SG6 4ET
United Kingdom

Please allow 28 days from dispatch for the return of your Game Disc. This warranty shall not apply if the Game Disc has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Customer Services Numbers

• **Australia** ————— **1300 365 911** —————

Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Österreich** ————— **0820 500 535** —————

0.145 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Belgique/België/Belgien** ————— **011 516 406** —————

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Danmark** ————— **33 26 68 00** —————

Man-Torsdag 9-16.30 Fre 10-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• **Suomi** ————— **0600-411911** —————

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• **France** ————— **0820 31 32 33** —————

Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Deutschland** ————— **01805 766 977** —————

0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Ελλάδα** ————— **(00 301) 677 7701** —————

Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• **Ireland** ————— **0818 365065** —————

All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Israel** ————— **09 971170** —————

Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Italia** ————— **848 82 83 84** —————

Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• **Malta** ————— **21 344700** —————

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Nederland** ————— **0495 574 817** —————

Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• **New Zealand** ————— **09 415 2447** —————

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Norge** ————— **820 75 050** —————

Mon-Fre 8.30-16.30. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• **Portugal** ————— **707 23 23 10** —————

Contacte-nos através destes números de Assistência ao Cliente para obter assistência técnica (hardware) apenas para produtos da PlayStation.

• **España** ————— **902 102 102** —————

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• **Sverige** ————— **08 587 822 40** —————

Mån-Tors 8-17 Fre 8-15.30. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• **Suisse/Schweiz/Svizzera** ————— **0848 84 00 85** —————

Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **UK** ————— **08705 99 88 77** —————

National rate. Calls may be recorded for training purposes. Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

Villainy! Carnage! Exploding penguins!?

Hey guys! We'll keep you up all night ♥

by Etna

DISGAEA 2

Cursed Memories

12+

Available October 2006



SLES-54385

PS and "PlayStation" are trademarks or registered trademarks of Sony Computer Entertainment Inc. All rights reserved.
Atelier Iris 2: The Azoth of Destiny ©2006 GUST Co., Ltd. All rights reserved. Licensed to and published by KOEI Co., Ltd.
The KOEI logo is a registered trademark of KOEI Co., Ltd. Disgaea is a trademark of NIPPON ICHI SOFTWARE, INC.
"Dolby", "Pro Logic", and the double-D symbol are trademarks of Dolby Laboratories. Manufactured under license from Dolby Laboratories.
5060073302932
5060073302987

DOLBY
DIGITAL
PRO LOGIC II